

# Package: blockr.core (via r-universe)

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'board-server.R' 'board-ui.R' 'utils-dt.R' 'data-block.R'  
'data-dataset.R' 'data-static.R' 'file-block.R'  
'file-browser.R' 'file-upload.R' 'link-class.R' 'links-class.R'  
'parser-block.R' 'parser-csv.R' 'plot-block.R' 'plot-scatter.R'  
'plugin-block.R' 'plugin-blocks.R' 'plugin-code.R'  
'plugin-control.R' 'plugin-links.R' 'plugin-notification.R'  
'plugin-serdes.R' 'plugin-stack.R' 'plugin-stacks.R'  
'stack-class.R' 'stack-ui.R' 'stacks-class.R' 'text-block.R'

'text-glue.R' 'transform-block.R' 'transform-fixed.R'  
 'transform-head.R' 'transform-merge.R' 'transform-rbind.R'  
 'transform-subset.R' 'utils-assertions.R' 'utils-cnd.R'  
 'utils-code.R' 'utils-expr.R' 'utils-graph.R' 'utils-logging.R'  
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bbquote	<i>Quoting utilities</i>
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## Description

Block expressions in blockr are evaluated in a 2-step manner: first in the context of arguments supplied by the user via UI elements and in a second step in the context of input data. The function `base::bquote()` does not allow for terms wrapped in `.()` or `..()` to be missing and this makes it incompatible with this 2-step approach. A drop-in replacement, provided as `bbquote()` addresses this shortcoming.

## Usage

```
bbquote(expr, where = parent.frame(), splice = FALSE)
```

```
.(x)
```

```
..(x)
```

## Arguments

expr	A <a href="#">language object</a> .
where	An environment.
splice	Logical; if TRUE splicing is enabled.
x	Object

## Details

A block like `new_head_block()` is expected to return an expression of the form `utils::head(data, n = 10L)`, which will then be evaluated in an environment where he have a name `data` bound to some dataset. In order to perform some manipulations of such block expressions it is required to somehow mark the terms that correspond to input data and for that we can use the syntax introduced by `base::bquote()`. What we would prefer to have as block expression therefore is not the

above, but something like `utils::head.(data), n = 10L`), as this affords us more possibilities for performing substitutions (and therefore generates cleaner code).

In order to interpolate certain arguments in a first step, we unfortunately cannot use `base::bquote()`, but we can use `bbquote()` instead to generate the desired expression.

```
bbquote(utils::head.(data), n = .(n)), list(n = 10L)
#> Error in eval(e[[2L]], where) : object 'data' not found
bbquote(utils::head.(data), n = .(n)), list(n = 10L)
#> utils::head.(data), n = 10L
```

This also works with `..()` and splicing.

### Value

A language object in the same way as returned by `base::bquote()`. Functions `.(())` and `..()` throw errors when invoked and only exist to mask check notes "no visible global function definition" for their use.

### Examples

```
bbquote(utils::head.(data), n = .(n)), list(n = 10L)
bbquote(c.(a), ..(bc)), list(a = "a")
bbquote(c.(a), ..(bc)), list(a = "a", bc = c("b", "c")), splice = TRUE)
```

---

block\_eval

*Block server*

---

### Description

A block is represented by several (nested) shiny modules and the top level module is created using the `block_server()` generic. S3 dispatch is offered as a way to add flexibility, but in most cases the default method for the block class should suffice at top level. Further entry points for customization are offered by the generics `expr_server()` and `block_eval()`, which are responsible for initializing the block "expression" module (i.e. the block server function passed in `new_block()`) and block evaluation (evaluating the interpolated expression in the context of input data), respectively.

### Usage

```
block_eval(x, expr, env, ...)

eval_env(data)

block_eval_trigger(x, session = get_session())

block_server(id, x, data = list(), ...)
```

```

## S3 method for class 'block'
block_server(
  id,
  x,
  data = list(),
  block_id = id,
  edit_block = NULL,
  ctrl_block = NULL,
  board = reactiveValues(),
  update = reactiveVal(),
  ...
)

expr_server(x, data, ...)

block_render_trigger(x, session = get_session())

```

### Arguments

x	Object for which to generate a <a href="#">shiny::moduleServer()</a>
expr	Quoted expression to evaluate in the context of data
env	Environment in which to evaluate expr
...	Generic consistency
data	Input data (list of reactives)
session	Shiny session object
id	Namespace ID
block_id	Block ID
edit_block, ctrl_block	Block plugins
board	Reactive values object containing board information
update	Reactive value object to initiate board updates

### Details

The module returned from `block_server()`, at least in the default implementation, provides much of the essential but block-type agnostic functionality, including data input validation (if available), instantiation of the block expression server (handling the block-specific functionality, i.e. block user inputs and expression), and instantiation of the `edit_block` module (if passed from the parent scope).

A block is considered ready for evaluation whenever input data is available that satisfies validation ([validate\\_data\\_inputs\(\)](#)) and nonempty state values are available (unless otherwise instructed via `allow_empty_state` in [new\\_block\(\)](#)). Conditions raised during validation and evaluation are caught and returned in order to be surfaced to the app user.

Block-level user inputs (provided by the expression module) are separated from output, the behavior of which can be customized via the [block\\_output\(\)](#) generic. The [block\\_ui\(\)](#) generic can then be used to control rendering of outputs.

**Value**

Both `block_server()` and `expr_server()` return shiny server module (i.e. a call to `shiny::moduleServer()`), while `block_eval()` evaluates an interpolated (w.r.t. block "user" inputs) block expression in the context of block data inputs.

---

 block\_name

*Block utilities*


---

**Description**

Several utilities for working (and manipulating) block objects are exported and developers are encouraged to use these instead of relying on object implementation to extract or modify attributes. If functionality for working with blocks is lacking, please consider opening an [issue](#).

**Usage**

```
block_name(x)
```

```
block_name(x) <- value
```

```
validate_data_inputs(x, data)
```

```
block_inputs(x)
```

```
block_arity(x)
```

```
external_ctrl_vars(x)
```

```
has_external_ctrl(x)
```

```
block_metadata(x)
```

**Arguments**

`x` An object inheriting from "block"

`value` New value

`data` Data input values

**Value**

Return types vary among the set of exported utilities:

- `block_name()`: string valued block name,
- `block_name<-()`: `x` (invisibly),
- `validate_data_inputs()`: NULL if no validator is set and the result of the validator function otherwise,

- `block_inputs()`: a (possibly empty) character vector of data input names,
- `block_arity()`: a scalar integer with NA in case of variadic behavior,
- `external_ctrl_vars()`: a character vector of externally controllable variable names (always including "block\_name" for blocks),
- `has_external_ctrl()`: a scalar logical.

### Block name

Each block can have a name (by default constructed from the class vector) intended for users to easily identify different blocks. This name can freely be changed during the lifetime of a block and no uniqueness restrictions are in place. The current block name can be retrieved with `block_name()` and set as `block_name(x) <- "some name"`.

### Input validation

Data input validation is available via `validate_data_inputs()` which uses the (optional) validator function passed to `new_block()` at construction time. This mechanism can be used to prevent premature evaluation of the block expression as this might lead to unexpected errors.

### Block arity/inputs

The set of explicit (named) data inputs for a block is available as `block_inputs()`, while the block arity can be queried with `block_arity()`. In case of variadic blocks (i.e. blocks that take a variable number of inputs like for example a block providing `base::rbind()`-like functionality), `block_arity()` returns NA and the special block server function argument `...args`, signalling variadic behavior is stripped from `block_inputs()`.

### External control

Blocks can expose constructor inputs for programmatic control from outside the block server (see the `external_ctrl` argument to `new_block()` and the `ctrl_block()` plugin). `external_ctrl_vars()` is a generic that resolves this declaration into the concrete set of controllable variable names: TRUE expands to all constructor inputs, FALSE to none and a character vector is taken as a (validated) subset. For blocks, "block\_name" is always included as every block can be renamed. The predicate `has_external_ctrl()` reports whether this set is non-empty (always TRUE for blocks).

### Examples

```
blk <- new_dataset_block()
block_name(blk)
block_name(blk) <- "My dataset block"
block_name(blk)

block_inputs(new_dataset_block())
block_arity(new_dataset_block())

block_inputs(new_merge_block())
block_arity(new_merge_block())

block_inputs(new_rbind_block())
```

```

block_arity(new_rbind_block())

external_ctrl_vars(new_dataset_block())
has_external_ctrl(new_dataset_block())

```

---

block\_ui

*Block UI*


---

## Description

The UI associated with a block is created via the generics `expr_ui()` and `block_ui()`. The former is mainly responsible for user inputs that are specific to every block type (i.e. a `subset_block` requires different user inputs compared to a `head_block`, see `new_transform_block()` and essentially calls the UI function passed as `ui` to `new_block()`. UI that represents block outputs typically is shared among similar block types (i.e. blocks with shared inheritance structure, such as `subset_block` and `head_block`, which both inherit from `transform_block`). This type of UI is created by `block_ui()` and block inheritance is used to deduplicate shared functionality (i.e. by implementing a method for the `transform_block` class only instead of separate methods for `subset_block` and `head_block`). Working in tandem with `block_ui()`, the generic `block_output()` generates the output to be displayed by the UI portion defined via `block_ui()`.

## Usage

```

block_ui(id, x, ...)

expr_ui(id, x, ...)

block_output(x, result, session)

## S3 method for class 'board'
block_ui(id, x, blocks = NULL, edit_ui = NULL, ctrl_ui = NULL, ...)

```

## Arguments

<code>id</code>	Namespace ID
<code>x</code>	Object for which to generate a UI container
<code>...</code>	Generic consistency
<code>result</code>	Block result
<code>session</code>	Shiny session object
<code>blocks</code>	(Additional) blocks (or IDs) for which to generate the UI
<code>edit_ui, ctrl_ui</code>	Block plugin UI

## Details

The result of `block_output()`, which is evaluated in the `block_server()` context is assigned to `output$result`. Consequently, when referencing the block result in `block_ui()`, this naming convention has to be followed by referring to this as something like `shiny::NS(id, "result")`.

## Value

Both `expr_ui()` and `block_ui()` are expected to return shiny UI (e.g. objects wrapped in a `shiny::tagList()`). For rendering the UI, `block_output()` is required to return the result of a shiny render function. For example, a transform block might show the resulting data.frame as an HTML table using the DT package. The corresponding `block_ui()` function would then contain UI created by `DT::dataTableOutput()` and rendering in `block_output()` would then be handled by `DT::renderDT()`.

## Board-level block UI

While the contents of block-level UI are created by dispatching `block_ui()` on blocks another dispatch on board (see `new_board()`) occurs as well. This can be used to control how blocks are integrated into the board UI. For the default board, this uses `bslib::card()` to represent blocks. For boards that extend the default board class, control is available for how blocks are displayed by providing a board-specific `block_ui()` method.

---

blockr\_abort

*Blockr conditions*

---

## Description

Wrappers for `rlang::abort()`, `rlang::warn()` and `rlang::inform()`. In addition to class, conditions inherit from "blockr\_error".

## Usage

```
blockr_abort(..., class = character(), envir = parent.frame())
```

```
blockr_warn(
  ...,
  class = character(),
  envir = parent.frame(),
  frequency = "always",
  frequency_id = NULL
)
```

```
blockr_inform(
  ...,
  class = character(),
  envir = parent.frame(),
  frequency = "always",
```

```

    frequency_id = NULL
  )

```

### Arguments

```

...           Forwarded to cli::pluralize()
class        Condition class
envir        Forwarded to cli::pluralize()
frequency, frequency_id
              Forwarded to rlang::warn()

```

### Value

Called for side-effect of signaling conditions.

---

blockr_option	<i>Blockr Options</i>
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---

### Description

Retrieves options via `base::getOption()` or `base::Sys.getenv()`, in that order, and prefixes the option name passed as `name` with `blockr.` or `blockr_` respectively. Additionally, the name is converted to lower case for `getOption()` and upper case for environment variables. In case no value is available for a given name, `default` is returned.

### Usage

```

blockr_option(name, default)

set_blockr_options(...)

```

### Arguments

```

name          Option name
default       Default value
...           Option key value pairs as named arguments

```

### Value

The value set as option name or `default` if not set. In case of the option being available only as environment variable, the value will be a string and if available as `base::options()` entry it may be of any R type.

**Examples**

```

blockr_option("test-example", "default")

options(`blockr.test-example` = "non-default")
blockr_option("test-example", "default")

Sys.setenv(`BLOCKR_TEST-EXAMPLE` = "another value")
tryCatch(
  blockr_option("test-example", "default"),
  error = function(e) conditionMessage(e)
)
options(`blockr.test-example` = NULL)
blockr_option("test-example", "default")

Sys.unsetenv("BLOCKR_TEST-EXAMPLE")
blockr_option("test-example", "default")

```

---

blockr\_ser

*Serialization utilities*


---

**Description**

Blocks are serialized by writing out information on the constructor used to create the object, combining this with block state information, which constitutes values such that when passed to the constructor the original object can be re-created.

**Usage**

```

blockr_ser(x, ...)

## S3 method for class 'block'
blockr_ser(x, state = NULL, ...)

## S3 method for class 'blocks'
blockr_ser(x, blocks = NULL, ...)

## S3 method for class 'board_options'
blockr_ser(x, options = NULL, ...)

## S3 method for class 'blockr_ctor'
blockr_ser(x, ...)

## S3 method for class 'board_option'
blockr_ser(x, option = NULL, ...)

## S3 method for class 'llm_model_option'
blockr_ser(x, option = NULL, ...)

```

```
## S3 method for class 'board'
blockr_ser(x, board_id = NULL, ...)

## S3 method for class 'link'
blockr_ser(x, ...)

## S3 method for class 'links'
blockr_ser(x, ...)

## S3 method for class 'stack'
blockr_ser(x, ...)

## S3 method for class 'stacks'
blockr_ser(x, ...)

blockr_deser(x, ...)

## S3 method for class 'list'
blockr_deser(x, ...)

## S3 method for class 'block'
blockr_deser(x, data, ...)

## S3 method for class 'blocks'
blockr_deser(x, data, ...)

## S3 method for class 'board'
blockr_deser(x, data, ...)

## S3 method for class 'link'
blockr_deser(x, data, ...)

## S3 method for class 'links'
blockr_deser(x, data, ...)

## S3 method for class 'stack'
blockr_deser(x, data, ...)

## S3 method for class 'stacks'
blockr_deser(x, data, ...)

## S3 method for class 'board_options'
blockr_deser(x, data, ...)

## S3 method for class 'blockr_ctor'
blockr_deser(x, data, ...)
```

```
## S3 method for class 'board_option'
blockr_deser(x, data, ...)
```

### Arguments

x	Object to (de)serialize
...	Generic consistency
state	Object state (as returned from an <code>expr_server</code> )
blocks	Block states (NULL defaults to values from ctor scope)
options	Board option values (NULL uses values provided by x)
option	Board option value (NULL uses values provided by x)
board_id	Board ID
data	List valued data (converted from JSON)

### Details

Helper functions `blockr_ser()` and `blockr_deser()` are implemented as generics and perform most of the heavy lifting for (de-)serialization: representing objects as easy-to-serialize (nested) lists containing mostly strings and no objects which are hard/impossible to truthfully re-create in new sessions (such as environments).

### Value

Serialization helper function `blockr_ser()` returns lists, which for most objects contain slots `object` and `payload`, where `object` contains a class vector which is used by `blockr_deser()` to instantiate an empty object of that class and use S3 dispatch to identify the correct method that, given the content in `payload`, can re-create the original object.

### Examples

```
blk <- new_dataset_block("iris")

blockr_ser(blk)

all.equal(blk, blockr_deser(blockr_ser(blk)), check.environment = FALSE)
```

---

board\_blocks

*Board utils*

---

### Description

A set of utility functions is available for querying and manipulating board components (i.e. blocks, links and stacks). Functions for retrieving and modifying board options are documented in [new\\_board\\_options\(\)](#).

**Usage**

```
board_blocks(x)

board_blocks(x) <- value

board_block_ids(x)

rm_blocks(x, rm, ..., session = get_session())

board_links(x)

board_links(x) <- value

board_link_ids(x)

modify_board_links(
  x,
  add = NULL,
  rm = NULL,
  mod = NULL,
  ...,
  session = get_session()
)

board_stacks(x)

board_stacks(x) <- value

board_stack_ids(x)

modify_board_stacks(
  x,
  add = NULL,
  rm = NULL,
  mod = NULL,
  ...,
  session = get_session()
)

board_options(x)

board_options(x) <- value

board_option_ids(x)

available_stack_blocks(
  x,
  stacks = board_stacks(x),
```

```

    blocks = board_stack_ids(x)
  )

  clear_board(x)

```

### Arguments

x	Board
value	Replacement value
rm	Block/link/stack IDs to remove
...	Further arguments they may be passed from the board server context
session	Shiny session object
add	Links/stacks to add
mod	Link/stacks to modify
blocks, stacks	Sets of blocks/stacks

### Value

Functions for retrieving, as well as updating components (`board_blocks()`/`board_links()`/`board_stacks()`/`board_options()` and `board_blocks<-(x)`/`board_links<-(x)`/`board_stacks<-(x)`/`board_options<-(x)`) return corresponding objects (i.e. blocks, links, stacks and board\_options), while ID getters (`board_block_ids()`, `board_link_ids()`, `board_stack_ids()` and `board_option_ids()`) return character vectors, as does `available_stack_blocks()`. Convenience functions `rm_blocks()`, `modify_board_links()` and `modify_board_stacks()` return an updated board object.

### Blocks

Board blocks can be retrieved using `board_blocks()` and updated with the corresponding replacement function `board_blocks<-(x)`. If just the current board IDs are of interest, `board_block_ids()` is available as short for `names(board_blocks(x))`. In order to remove block(s) from a board, the (generic) convenience function `rm_blocks()` is exported, which takes care (in the default implementation for board) of also updating links and stacks accordingly. The more basic replacement function `board_blocks<-(x)` might fail at validation of the updated board object if an inconsistent state results from an update (e.g. a block referenced by a stack is no longer available).

### Links

Board links can be retrieved using `board_links()` and updated with the corresponding replacement function `board_links<-(x)`. If only links IDs are of interest, this is available as `board_link_ids()`, which is short for `names(board_links(x))`. A (generic) convenience function for all kinds of updates to board links in one is available as `modify_board_links()`. With arguments `add`, `rm` and `mod`, links can be added, removed or modified in one go.

### Stacks

Board stacks can be retrieved using `board_stacks()` and updated with the corresponding replacement function `board_stacks<-(x)`. If only the stack IDs are of interest, this is available as

`board_stack_ids()`, which is short for `names(board_stacks(x))`. A (generic) convenience function to update stacks is available as `modify_board_stacks()`, which can add, remove and modify stacks depending on arguments passed as `add`, `rm` and `mod`. If block IDs that are not already associated with a stack (i.e. "free" blocks) are of interest, this is available as `available_stack_blocks()`.

## Options

Board options can be retrieved using `board_options()` and updated with the corresponding replacement function `board_options<-()`. If only the option IDs are of interest, this is available as `board_option_ids()`, which calls `board_option_id()` on each board option.

## Examples

```
brd <- new_board(
  c(
    a = new_dataset_block(),
    b = new_subset_block()
  ),
  list(from = "a", to = "b")
)

board_blocks(brd)
board_block_ids(brd)

board_links(brd)
board_link_ids(brd)

board_stacks(brd)
board_stack_ids(brd)

board_options(brd)
```

---

board\_ctor

*Board options*

---

## Description

User settings at the board level are managed by a `board_options` object. This can be constructed via `new_board_options()` and in case the set of user options is to be extended, the constructor is designed with sub-classing in mind. Consequently, the associated validator `validate_board_options()` is available as S3 generic. Inheritance checking is available as `is_board_options()` and coercion as `as_board_options()`.

## Usage

```
board_ctor(x)

new_board_option(
```

```
    id,
    default,
    ui,
    server = function(board, ..., session) {
  },
  update_trigger = id,
  transform = identity,
  category = NULL,
  ctor = sys.parent(),
  pkg = NULL
)

is_board_option(x)

validate_board_option(x)

as_board_option(x, ...)

## S3 method for class 'board_option'
as_board_option(x, ...)

board_option_id(x)

board_option_trigger(x)

board_option_default(x)

board_option_category(x)

board_option_ui(x, id = NULL)

board_option_server(x, ...)

board_option_transform(x)

board_option_value(x, value = board_option_default(x))

board_option_ctor(x)

## Default S3 method:
validate_board_option(x)

new_board_name_option(value = NULL, category = "Board options", ...)

new_n_rows_option(
  value = blockr_option("n_rows", 50L),
  category = "Table options",
  ...
)
```

```
)

new_page_size_option(
  value = blockr_option("page_size", 5L),
  category = "Table options",
  ...
)

new_filter_rows_option(
  value = blockr_option("filter_rows", FALSE),
  category = "Table options",
  ...
)

new_thematic_option(
  value = blockr_option("thematic", NULL),
  category = "Theme options",
  ...
)

new_dark_mode_option(
  value = blockr_option("dark_mode", NULL),
  category = "Theme options",
  ...
)

new_show_conditions_option(
  value = blockr_option("show_conditions", c("warning", "error")),
  category = "Board options",
  ...
)

new_llm_model_option(value = NULL, category = "Board options", ...)

new_board_options(...)

default_board_options(...)

is_board_options(x)

as_board_options(x)

## S3 method for class 'board_options'
as_board_options(x)

## S3 method for class 'board_option'
as_board_options(x)
```

```

## S3 method for class 'list'
as_board_options(x)

## S3 method for class 'board'
as_board_options(x)

validate_board_options(x)

board_option_values(x)

get_board_option_value(opt, session = get_session())

set_board_option_value(opt, val, session = get_session())

get_board_option_or_default(
  opt,
  opts = default_board_options(),
  session = get_session()
)

get_board_option_or_null(opt, session = get_session())

get_board_option_values(
  ...,
  opts = default_board_options(),
  if_not_found = c("error", "default", "null"),
  session = get_session()
)

combine_board_options(...)

```

### Arguments

x	Board options object
id	Board option ID
default	Default value
ui	Option UI
server	(Optional) option server
update_trigger	Shiny input entry/entries that trigger an update
transform	(Optional) transform function
category	(Optional) string-valued category
ctor, pkg	Constructor information (used for serialization)
...	Options passed as individual arguments
value	Option value
opt	Option name

session	Shiny session
val	New value
opts	Board options
if_not_found	Behavior in case an option is not found

### Value

All of `new_board_options()` and `as_board_options()` return a `board_options` object, as does the validator `validate_board_options()`, which is typically called for side effects of throwing errors if validation does not pass. Inheritance checking as `is_board_options()` returns a scalar logical, while `board_option_values()` returns a named list of option values.

### Examples

```
opt <- new_board_options(
  new_board_name_option(),
  new_page_size_option()
)

is_board_options(opt)
names(opt)

opt[["page_size"]]
```

---

board\_server

*Board server*

---

### Description

A call to `board_server()`, dispatched on objects inheriting from `board`, returns a `shiny::moduleServer()`, containing all necessary logic to manipulate board components via UI. Extensibility over currently available functionality is provided in the form of S3, where a `board_server()` implementation of board sub-classes may be provided, as well as via a plugin architecture and callback functions which can be used to register additional observers.

### Usage

```
board_server(id, x, ...)

## S3 method for class 'board'
board_server(
  id,
  x,
  plugins = board_plugins(x),
  options = board_options(x),
  callbacks = list(),
```

```

    callback_location = c("end", "start"),
    ...
)

```

### Arguments

id	Parent namespace
x	Board
...	Generic consistency
plugins	Board plugins as modules
options	Board options (NULL defaults to the union of board, block and registry sourced options)
callbacks	Single (or list of) callback function(s), called only for their side-effects)
callback_location	Location of callback invocation (before or after plugins)

### Value

A `board_server()` implementation (such as the default for the board base class) is expected to return a `shiny::moduleServer()`.

---

board\_ui.board\_options

*Board UI*

---

### Description

As counterpart to `board_server()`, `board_ui()` is responsible for rendering UI for a board module. This top-level entry point for customizing board appearance and functionality can be overridden by sub-classing the board object and providing an implementation for this sub-class. Such an implementation is expected to handle UI for plugins and all board components, including blocks, links and stacks, but may rely on functionality that generates UI for these components, such as `block_ui()` or `stack_ui()`, as well as already available UI provided by plugins themselves. Additionally, `toolbar_ui()` is responsible for creating a toolbar UI component from several plugin UI components.

### Usage

```

## S3 method for class 'board_options'
board_ui(id, x, ...)

board_ui(id, x, ...)

## S3 method for class 'board'
board_ui(id, x, plugins = board_plugins(x), options = NULL, ...)

```

```

## S3 method for class ``NULL``
board_ui(id, x, ...)

insert_block_ui(id, x, blocks = NULL, ..., session = get_session())

## S3 method for class 'board'
insert_block_ui(id, x, blocks = NULL, ..., session = get_session())

remove_block_ui(id, x, blocks = NULL, ..., session = get_session())

## S3 method for class 'board'
remove_block_ui(id, x, blocks = NULL, ..., session = get_session())

toolbar_ui(id, x, plugins = list(), ...)

## S3 method for class 'board'
toolbar_ui(id, x, plugins = list(), options = NULL, ...)

```

### Arguments

id	Namespace ID
x	Board
...	Generic consistency
plugins	UI for board plugins
options	Board options (NULL defaults to the union of board, block and registry sourced options)
blocks	(Additional) blocks (or IDs) for which to generate the UI
session	Shiny session

### Details

Dynamic UI updates are handled by functions `insert_block_ui()` and `remove_block_ui()` for adding and removing block-level UI elements to and from board UI, whenever blocks are added or removed. These update functions are provided as S3 generics with implementations for board and can be extended if so desired.

### Value

A `board_ui()` implementation is expected to return `shiny::tag` or `shiny::tagList()` objects, as does `toolbar_ui()`, while updater functions (`insert_block_ui()` and `remove_block_ui()`) are called for their side effects (which includes UI updates such as `shiny::insertUI()`, `shiny::removeUI()`) and return the board object passed as `x` invisibly.

---

board_update	<i>Board update</i>
--------------	---------------------

---

### Description

Inside `board_server()` every state change flows through one `board_update` reactive. Core registers two observers framing the change: an initial one that validates the payload and runs `augment_board_update()` for auto-fixups, and a final one that runs `apply_board_update()` and resets the reactive. Plugins or callbacks may register their own observers in between, provided they use a *finite* priority — the highest and lowest reactive priorities are reserved for core.

### Usage

```
validate_board_update(payload, board, ..., session = get_session())
```

```
augment_board_update(upd, board, ..., session = get_session())
```

```
apply_board_update(board, upd, ..., session = get_session())
```

### Arguments

payload, upd	A board update payload — see Validation above for the accepted shape.
board	A board object.
...	Forwarded between methods. For <code>apply_board_update()</code> , the final observer also splices <code>board_server()</code> 's ... in here.
session	A shiny session, default <code>get_session()</code> .

### Details

All three functions dispatch on the board class. Subclasses override to validate, augment, or react to their own payload slots, typically composing with `NextMethod()`. `validate_board_update()` is also a caller-facing entry point: it mirrors the initial observer's checks against a caller-supplied payload, useful for staging layers (e.g. accumulating LLM-proposed updates) that need to fail loudly before publishing.

### Value

`validate_board_update()` returns `invisible(payload)` (or throws a `blockr_abort()` error). `augment_board_update()` returns the (possibly extended) payload. `apply_board_update()` returns a board.

### Validation

The default `.board` method runs a structural check on the payload (block / link / stack per-slot rules) and a cross-reference check that link endpoints and stack members resolve in the post-update merged view. Unknown top-level keys are passed through, so subclass payload slots reach subclass `augment / apply` methods.

### Augment

The default `.board` method inserts implied link removals and stack updates that follow from block removals, plus link-input completion. Subclass methods may extend the payload with their own fixups; an error thrown here aborts the update before `apply` runs.

### Apply

The default `.board` method returns the supplied board unchanged — the core apply path (block / link / stack mutation, block UI insertion / removal) is not routed through this generic. Subclass methods receive a plain board snapshot (no reactive surface) and return a board, which the final observer assigns back to `rv$board`. For piecemeal customization of the core apply path itself, override the relevant sub-generic (`modify_board_links()`, `insert_block_ui()`, etc.) instead.

Errors thrown from either `augment` or `apply` are caught by the observer, reported via `notify()`, and the reactive is reset so the app keeps running.

### Examples

```
brd <- new_board(
  blocks = c(a = new_dataset_block("iris"), b = new_subset_block()),
  links = links(ab = new_link(from = "a", to = "b"))
)

validate_board_update(
  list(links = list(rm = "ab")),
  brd
)

try(
  validate_board_update(
    list(links = list(add = links(xy = new_link(from = "x", to = "y")))),
    brd
  )
)
```

---

 ctrl\_block

---

*Plugin module for external control of block inputs*


---

### Description

This plugin enables setting block reactive state values from outside the block expression server context. Blocks opt in to external control via the `external_ctrl` argument to `new_block()`, which can be set to `TRUE` (all constructor inputs) or a character vector of specific input names. The default UI renders a `shiny::textInput()` for each externally controllable input along with a submit `shiny::actionButton()`. Both the server and UI can be replaced with custom implementations by passing alternate functions to `ctrl_block()`.

**Usage**

```
ctrl_block(server = ctrl_block_server, ui = ctrl_block_ui)
```

```
ctrl_block_server(id, x, vars, data, eval)
```

```
ctrl_block_ui(id, x)
```

**Arguments**

server, ui	Server/UI for the plugin module
id	Namespace ID
x	Block
vars	Reactive state values (list of reactiveVal objects keyed by input name). block_name is included by the default block_server.block even though it is not part of the block's expr_server state.
data	Input data passed as list of reactive values
eval	Reactive that evaluates the block expression against input data. May be used to validate that the new values produce a successful evaluation.

**Details**

The default server validates submitted values by evaluating the block expression (via the eval reactive) after updating state. On success, a reactive gate is returned as TRUE, allowing downstream evaluation to proceed. On failure, state values are reverted to their previous values, the user is notified, and the gate is set to FALSE, which blocks downstream evaluation until a subsequent successful submit.

**Value**

A plugin container inheriting from ctrl\_block is returned by ctrl\_block(), while the UI component (i.e. ctrl\_block\_ui()) is expected to return shiny UI (i.e. shiny::tagList()) and the server component (i.e. ctrl\_block\_server()) is expected to return a value that passes validation (i.e. TRUE or a reactive gate).

---

edit\_block

*Plugin module for editing board blocks*


---

**Description**

Logic and user experience for editing block attributes such as block titles can be customized or enhanced by providing an alternate version of this plugin. The default implementation only handles block titles, but if further (editable) block attributes are to be introduced, corresponding UI and logic can be included here. In addition to blocks titles, this default implementation provides UI for removing, as well as inserting blocks before or after the current one.

**Usage**

```

edit_block(
  server = edit_block_server,
  ui = edit_block_ui,
  validator = abort_not_null
)

edit_block_server(id, block_id, board, update, ...)

edit_block_ui(x, id, ...)

block_summary(x, data)

## S3 method for class 'block'
block_summary(x, data)

```

**Arguments**

server, ui	Server/UI for the plugin module
validator	Validator function that validates server return values
id	Namespace ID
block_id	Block ID
board	Reactive values object containing board information
update	Reactive value object to initiate board updates
...	Extra arguments passed from parent scope
x	Block
data	Result data

**Value**

A plugin container inheriting from `edit_block` is returned by `edit_block()`, while the UI component (e.g. `edit_block_ui()`) is expected to return shiny UI (i.e. `shiny::tagList()`) and the server component (i.e. `edit_block_server()`) is expected to return `NULL`.

---

edit_stack	<i>Plugin module for editing board stacks</i>
------------	---

---

**Description**

Logic and user experience for editing stack attributes such as stack names can be customized or enhanced by providing an alternate version of this plugin. The default implementation only handles stack names, but if further (editable) stack attributes are to be introduced, corresponding UI and logic can be included here. In addition to stack names, this default implementation provides UI for removing the current stack.

**Usage**

```
edit_stack(server = edit_stack_server, ui = edit_stack_ui)
```

```
edit_stack_server(id, stack_id, board, update, ...)
```

```
edit_stack_ui(id, x, ...)
```

**Arguments**

server, ui	Server/UI for the plugin module
id	Namespace ID
stack_id	Stack ID
board	Reactive values object containing board information
update	Reactive value object to initiate board updates
...	Extra arguments passed from parent scope
x	Stack

**Value**

A plugin container inheriting from `edit_stack` is returned by `edit_stack()`, while the UI component (e.g. `edit_stack_ui()`) is expected to return shiny UI (i.e. `shiny::tagList()`) and the server component (i.e. `edit_stack_server()`) is expected to return `NULL`.

---

 export\_code

*Utilities for code export*


---

**Description**

To facilitate other means of code export than implemented by the default `generate_code()` plugin, this utility performs much of the heavy lifting to properly arrange and scope block-level expressions.

**Usage**

```
export_code(expressions, board)
```

**Arguments**

expressions	Block expressions
board	Board object

**Value**

String containing properly arranged block expressions.

---

generate_code	<i>Code generation plugin module</i>
---------------	--------------------------------------

---

### Description

All code necessary for reproducing a data analysis as set up in blockr can be made available to the user. Several ways of providing such a script or code snippet are conceivable and currently implemented, we have a modal with copy-to-clipboard functionality. This is readily extensible, for example by offering a download button, by providing this functionality as a generate\_code module.

### Usage

```
generate_code(server = generate_code_server, ui = generate_code_ui)

generate_code_server(id, board, ...)

generate_code_ui(id, board)
```

### Arguments

server, ui	Server/UI for the plugin module
id	Namespace ID
board	Reactive values object
...	Extra arguments passed from parent scope

### Value

A plugin container inheriting from generate\_code is returned by generate\_code(), while the UI component (e.g. generate\_code\_ui()) is expected to return shiny UI (i.e. shiny::tagList()) and the server component (i.e. generate\_code\_server()) is expected to return NULL.

---

generate_plugin_args	<i>Testing utilities</i>
----------------------	--------------------------

---

### Description

Several utilities for unit testing, mainly with shiny::testServer() that have proven themselves useful for testing this package are exported for re-use in other packages.

**Usage**

```

generate_plugin_args(board, ..., mode = c("edit", "read"))

sink_msg(...)

new_mock_session()

with_mock_session(expr, session = new_mock_session())

with_mock_context(session, expr)

get_s3_method(generic, object)

export_safely(x)

```

**Arguments**

board	A board object
...	Forwarded to <code>utils::capture.output()</code>
mode	Edit plugins, such as <code>manage_blocks</code> get an additional argument <code>update</code> over read plugins such as <code>preserve_board</code> .
expr	Test code containing expectations. The objects from inside the server function environment will be made available in the environment of the test expression (this is done using a data mask with <code>rlang::eval_tidy()</code> ). This includes the parameters of the server function (e.g. <code>input</code> , <code>output</code> , and <code>session</code> ), along with any other values created inside of the server function.
session	The <code>MockShinySession</code> object to use as the <code>reactive domain</code> . The same session object is used as the domain both during invocation of the server or module under test and during evaluation of <code>expr</code> .
generic	Generic function name (passed as string)
object	S3 Object
x	Reactive object to use in <code>shiny::exportTestValues()</code>

**Value**

For testing plugins, `generate_plugin_args()` returns objects that mimic how plugins are called in the board server, `sink_msg()` is called mainly for the side-effect of muting shiny messages (and returns them invisibly), `with_mock_session()` returns `NULL` (invisibly) and `with_mock_context()` returns the result of a call to `shiny::withReactiveDomain()`. Finally, `get_s3_method()` returns a class-specific implementation of the specified generic (and throws an error if none is found).

get\_session

*Shiny utilities***Description**

Utility functions for shiny:

- `get_session`: See `shiny::getDefaultReactiveDomain()`.
- `generate_plugin_args`: Meant for unit testing plugins.
- `notify`: Glue-capable wrapper for `shiny::showNotification()`.

**Usage**

```
get_session()

notify(
  ...,
  envir = parent.frame(),
  action = NULL,
  duration = 5,
  close_button = TRUE,
  id = NULL,
  type = c("message", "warning", "error"),
  session = get_session()
)
```

**Arguments**

<code>...</code>	Concatenated as <code>paste0(..., "\n")</code>
<code>envir</code>	Environment where the logging call originated from
<code>action</code>	Message content that represents an action. For example, this could be a link that the user can click on. This is separate from <code>ui</code> so customized layouts can handle the main notification content separately from action content.
<code>duration</code>	Number of seconds to display the message before it disappears. Use <code>NULL</code> to make the message not automatically disappear.
<code>close_button</code>	Passed as <code>closeButton</code> to <code>shiny::showNotification()</code>
<code>id</code>	A unique identifier for the notification. <code>id</code> is optional for <code>showNotification()</code> : Shiny will automatically create one if needed. If you do supply it, Shiny will update an existing notification if it exists, otherwise it will create a new one. <code>id</code> is required for <code>removeNotification()</code> .
<code>type</code>	A string which controls the color of the notification. One of "default" (gray), "message" (blue), "warning" (yellow), or "error" (red).
<code>session</code>	Session object to send notification to.

**Value**

Either NULL or a shiny session object for `get_session()`, a list of arguments for plugin server functions in the case of `generate_plugin_args()` and `notify()` is called for the side-effect of displaying a browser notification (and returns NULL invisibly).

---

is_acyclic.board	<i>Graph utils</i>
------------------	--------------------

---

**Description**

Block dependencies are represented by DAGs and graph utility functions `topo_sort()` and `is_acyclic()` are used to create a topological ordering (implemented as DFS) of blocks and to check for cycles. An adjacency matrix corresponding to a board is available as `as.matrix()`.

**Usage**

```
## S3 method for class 'board'
is_acyclic(x)

## S3 method for class 'links'
is_acyclic(x)

topo_sort(x)

is_acyclic(x)

## S3 method for class 'matrix'
is_acyclic(x)
```

**Arguments**

x                    Object

**Value**

Topological ordering via `topo_sort()` returns a character vector with sorted node IDs and the generic function `is_acyclic()` is expected to return a scalar logical value.

**Examples**

```
brd <- new_board(
  c(
    a = new_dataset_block(),
    b = new_dataset_block(),
    c = new_scatter_block(),
    d = new_subset_block()
  ),
  list(from = c("a", "d"), to = c("d", "c"))
```

```
)  
as.matrix(brd)  
topo_sort(brd)  
is_acyclic(brd)
```

---

is\_scalar

*Assertions*

---

### Description

Utility functions, mainly intended for asserting common preconditions are exported for convenience in dependent packages.

### Usage

```
is_scalar(x)  
is_string(x)  
is_bool(x)  
is_intish(x)  
is_count(x, allow_zero = TRUE)  
is_number(x)  
not_null(...)  
has_length(x)
```

### Arguments

x	Object to check
allow_zero	Determines whether the value 0 is considered a valid count
...	Silently ignored

### Value

Scalar logical value.

---

`manage_blocks`*Plugin module for managing board blocks*

---

## Description

Logic and user experience for adding/removing blocks to the board can be customized or enhanced by providing an alternate version of this plugin. The default implementation provides a modal-based UI with simple shiny inputs such as drop-downs and text fields.

## Usage

```
manage_blocks(server = manage_blocks_server, ui = manage_blocks_ui)
```

```
manage_blocks_server(id, board, update, ...)
```

```
manage_blocks_ui(id, board)
```

## Arguments

<code>server, ui</code>	Server/UI for the plugin module
<code>id</code>	Namespace ID
<code>board</code>	The initial board object
<code>update</code>	Reactive value object to initiate board updates
<code>...</code>	Extra arguments passed from parent scope

## Details

Updates are mediated via the `shiny::reactiveVal()` object passed as `update`, where block updates are communicated as list entry blocks with components `add` and `rm`, where

- `add` may be `NULL` or a block object (block IDs may not already exist),
- `rm` may be `NULL` or a string (of existing block IDs).

## Value

A plugin container inheriting from `manage_blocks` is returned by `manage_blocks()`, while the UI component (e.g. `manage_blocks_ui()`) is expected to return shiny UI (i.e. `shiny::tagList()`) and the server component (i.e. `manage_blocks_server()`) is expected to return `NULL`.

---

`manage_links`*Plugin module for managing board links*

---

### Description

Logic and user experience for adding new, removing and modifying existing links to/from the board can be customized or enhanced by providing an alternate version of this plugin. The default implementation provides a table-based UI, presented in a modal.

### Usage

```
manage_links(server = manage_links_server, ui = manage_links_ui)
```

```
manage_links_server(id, board, update, ...)
```

```
manage_links_ui(id, board)
```

### Arguments

<code>server, ui</code>	Server/UI for the plugin module
<code>id</code>	Namespace ID
<code>board</code>	The initial board object
<code>update</code>	Reactive value object to initiate board updates
<code>...</code>	Extra arguments passed from parent scope

### Details

Updates are mediated via the `shiny::reactiveVal()` object passed as `update`, where link updates are communicated as list entry stacks with components `add`, `rm` or `mod`, where

- `add` is either `NULL` or a `links` object (link IDs may not already exist),
- `rm` is either `NULL` or a character vector of (existing) link IDs,
- `mod` is either `NULL` or a `links` object (where link IDs must already exist).

### Value

A plugin container inheriting from `manage_links` is returned by `manage_links()`, while the UI component (e.g. `manage_links_ui()`) is expected to return shiny UI (i.e. `shiny::tagList()`) and the server component (i.e. `manage_links_server()`) is expected to return `NULL`.

---

`manage_stacks`*Plugin module for managing board stacks*

---

### Description

Logic and user experience for adding new, removing and modifying existing stacks to/from the board can be customized or enhanced by providing an alternate version of this plugin. The default implementation provides a table-based UI, presented in a modal.

### Usage

```
manage_stacks(server = manage_stacks_server, ui = manage_stacks_ui)
```

```
manage_stacks_server(id, board, update, ...)
```

```
manage_stacks_ui(id, board)
```

### Arguments

<code>server, ui</code>	Server/UI for the plugin module
<code>id</code>	Namespace ID
<code>board</code>	The initial board object
<code>update</code>	Reactive value object to initiate board updates
<code>...</code>	Extra arguments passed from parent scope

### Details

Updates are mediated via the `shiny::reactiveVal()` object passed as `update`, where stack updates are communicated as list entry `stacks` with components `add`, `rm` or `mod`, where

- `add` is either `NULL` or a `stacks` object (stack IDs may not already exist),
- `rm` is either `NULL` or a character vector of (existing) stack IDs,
- `mod` is either `NULL` or a `stacks` object (where stack IDs must already exist).

### Value

A plugin container inheriting from `manage_stacks` is returned by `manage_stacks()`, while the UI component (e.g. `manage_stacks_ui()`) is expected to return shiny UI (i.e. `shiny::tagList()`) and the server component (i.e. `manage_stacks_server()`) is expected to return `NULL`.

new\_block

*Blocks***Description**

Steps in a data analysis pipeline are represented by blocks. Each block combines data input with user inputs to produce an output. In order to create a block, which is implemented as a shiny module, we require a server function, a function that produces some UI and a class vector.

**Usage**

```
new_block(
  server,
  ui,
  class,
  ctor = sys.parent(),
  ctor_pkg = NULL,
  dat_valid = NULL,
  allow_empty_state = FALSE,
  block_name = default_block_name,
  expr_type = c("quoted", "bquoted"),
  external_ctrl = FALSE,
  block_metadata = NULL,
  ...
)
```

```
default_block_name(class)
```

```
is_block(x)
```

```
as_block(x, ...)
```

```
blocks(...)
```

```
is_blocks(x)
```

```
as_blocks(x, ...)
```

**Arguments**

server	A function returning <code>shiny::moduleServer()</code>
ui	A function with a single argument (ns) returning a shiny.tag
class	Block subclass
ctor	String-valued constructor name or function/frame number (mostly for internal use or when defining constructors for virtual classes)

ctor_pkg	String-valued package name when passing a string-valued constructor name or NULL
dat_valid	(Optional) input data validator
allow_empty_state	Either TRUE, FALSE or a character vector of state values that may be empty while still moving forward with block eval
block_name	Block name
expr_type	Expression type (experimental)
external_ctrl	Set up external control (experimental)
block_metadata	Block metadata
...	Further (metadata) attributes
x	An object inheriting from "block"

### Details

A block constructor may have arguments, which taken together define the block state. It is good practice to expose all user-selectable arguments of a block (i.e. everything excluding the "data" input) as block arguments such that block can be fully initialized via the constructor. Some default values are required such that blocks can be constructed via constructor calls without arguments. Where it is sensible to do so, specific default values are acceptable, but if in any way data dependent, defaults should map to an "empty" input. For example, a block that provides `utils::head()` functionality, one such argument could be `n` and a reasonable default value could be `6L` (in line with corresponding default `S3` method implementation). On the other hand, a block that performs a `base::merge()` operation might expose a `by` argument, but a general purpose default value (that does not depend on the data) is not possible. Therefore, `new_merge_block()` has `by = character()`.

The return value of a block constructor should be the result of a call to `new_block()` and ... should be contained in the constructor signature such that general block arguments (e.g. `name`) are available from the constructor.

### Value

Both `new_block()` and `as_block()` return an object inheriting from `block`, while `is_block()` returns a boolean indicating whether an object inherits from `block` or not. Block vectors, created using `blocks()`, `as_blocks()`, or by combining multiple blocks using `base::c()` all inherit from `blocks` and `is_blocks()` returns a boolean indicating whether an object inherits from `blocks` or not.

### Server

The `server` function (passed as `server`) is expected to be a function that returns a `shiny::moduleServer()`. This function is expected to have at least an argument `id` (string-valued), which will be used as the module ID. Further arguments may be used in the function signature, one for each "data" input. A block implementing `utils::head()` for example could have a single extra argument `data`, while a block that performs `base::merge()` requires two extra arguments, e.g. `x` and `y`. Finally, a variadic block, e.g. a block implementing something like `base::rbind()`, needs to accommodate for an arbitrary number of inputs. This is achieved by passing a `shiny::reactiveValues()` object as

`...args` and thus such a variadic block needs `...args` as part of the server function signature. All per-data input arguments are passed as `shiny::reactive()` or `shiny::reactiveVal()` objects.

The server function may implement arbitrary shiny logic and is expected to return a list with components `expr` and `state`. The expression corresponds to the R code necessary to perform the block task and is expected to be a reactive quoted expression. It should contain user-chosen values for all user inputs and placeholders for all data inputs (using the same names for data inputs as in the server function signature). Such an expression for a `base::merge()` block could be created using `base::bquote()` as

```
bquote(
  merge(x, y, by = .(cols)),
  list(cols = current_val())
}
```

where `current_val()` is a reactive that evaluates to the current user selection of the `by` columns. This should then be wrapped in a `shiny::reactive()` call such that `current_val()` can be evaluated whenever the current expression is required.

The state component is expected to be a named list with either reactive or "static" values. In most cases, components of state will be reactivities, but it might make sense in some scenarios to have constructor arguments that are not exposed via UI components but are fixed at construction time. An example for this could be the `dataset_block` implementation where we have constructor arguments `dataset` and `package`, but only expose `dataset` as UI element. This means that `package` is fixed at construction time. Nevertheless, `package` is required as state component, as this is used for re-creating blocks from saved state.

State component names are required to match block constructor arguments and re-creating saved objects basically calls the block constructor with values obtained from block state.

## UI

Block UI is generated using the function passed as `ui` to the `new_block` constructor. This function is required to take a single argument `id` and shiny UI components have to be namespaced such that they are nested within this ID (i.e. by creating IDs as `shiny::NS(id, "some_value")`). Some care has to be taken to properly initialize inputs with constructor values. As a rule of thumb, input elements exposed to the UI should have corresponding block constructor arguments such that blocks can be created with a given initial state.

Block UI should be limited to displaying and arranging user inputs to set block arguments. For outputs, use generics `block_output()` and `block_ui()`.

## Sub-classing

In addition to the specific class of a block, the core package uses virtual classes to group together blocks with similar behavior (e.g. `transform_block`) and makes use of this inheritance structure in S3 dispatch for methods like `block_output()` and `block_ui()`. This pattern is not required but encouraged.

### Initialization/evaluation

Some control over when a block is considered "ready for evaluation" is available via arguments `dat_valid` and `allow_empty_state`. Data input validation can optionally be performed by passing a predicate function with the same arguments as in the server function (not including `id`) and the block expression will not be evaluated as long as this function throws an error.

Other conditions (messages and warnings) may be thrown as will be caught and displayed to the user but they will not interrupt evaluation. Errors are safe in that they will be caught as well but they will interrupt evaluation as long as block data input does not satisfy validation.

### Block vectors

Multiple blocks can be combined into a blocks object, a container for an (ordered) set of blocks. Block IDs are handled at the blocks level which will ensure uniqueness.

### Examples

```
new_identity_block <- function() {
  new_transform_block(
    function(id, data) {
      moduleServer(
        id,
        function(input, output, session) {
          list(
            expr = reactive(quote(identity(data))),
            state = list()
          )
        }
      )
    },
    function(id) {
      htmltools::tagList()
    },
    class = "identity_block"
  )
}

blk <- new_identity_block()
is_block(blk)

blks <- c(a = new_dataset_block(), b = new_subset_block())

is_block(blks)
is_blocks(blks)

names(blks)

tryCatch(
  names(blks["a"]) <- "b",
  error = function(e) conditionMessage(e)
)
```

---

new_board	<i>Board</i>
-----------	--------------

---

### Description

A set of blocks, optionally connected via links and grouped into stacks are organized as a board object. Boards are constructed using `new_board()` and inheritance can be tested with `is_board()`, while validation is available as (generic function) `validate_board()`. This central data structure can be extended by adding further attributes and sub-classes. S3 dispatch is used in many places to control how the UI looks and feels and using this extension mechanism, UI aspects can be customized to user requirements. Several utilities are available for retrieving and modifying block attributes (see `board_blocks()`).

### Usage

```
new_board(
  blocks = list(),
  links = list(),
  stacks = list(),
  options = default_board_options(),
  ...,
  ctor = NULL,
  pkg = NULL,
  class = character()
)

validate_board(x)

is_board(x)
```

### Arguments

blocks	Set of blocks
links	Set of links
stacks	Set of stacks
options	Board-level user settings
...	Further (metadata) attributes
ctor, pkg	Constructor information (used for serialization)
class	Board sub-class
x	Board object

### Value

The board constructor `new_board()` returns a board object, as does the validator `validate_board()`, which typically is called for side effects in the form of errors. Inheritance checking as `is_board()` returns a scalar logical.

**Examples**

```
brd <- new_board(
  c(
    a = new_dataset_block(),
    b = new_subset_block()
  ),
  list(from = "a", to = "b")
)

is_board(brd)
```

---

new\_data\_block

*Data block constructors*


---

**Description**

Data blocks typically do not have data inputs and represent root nodes in analysis graphs. Intended as initial steps in a pipeline, such blocks are responsible for providing down-stream blocks with data.

**Usage**

```
new_data_block(server, ui, class, ctor = sys.parent(), ...)
```

```
new_dataset_block(dataset = character(), package = "datasets", ...)
```

```
new_static_block(data, ...)
```

**Arguments**

server	A function returning <code>shiny::moduleServer()</code>
ui	A function with a single argument (ns) returning a <code>shiny.tag</code>
class	Block subclass
ctor	String-valued constructor name or function/frame number (mostly for internal use or when defining constructors for virtual classes)
...	Forwarded to <code>new_data_block()</code> and <code>new_block()</code>
dataset	Selected dataset
package	Name of an R package containing datasets
data	Data (used directly as block result)

**Value**

All blocks constructed via `new_data_block()` inherit from `data_block`.

**Dataset block**

This data block allows to select a dataset from a package, such as the `datasets` package available in most R installations as one of the packages with "recommended" priority. The source package can be chosen at time of block instantiation and can be set to any R package, for which then a set of candidate datasets is computed. This includes exported objects that inherit from `data.frame`.

**Static block**

Mainly useful for testing and examples, this block simply returns the data with which it was initialized. Serialization of static blocks is not allowed and exported code will not be self-contained in the sense that it will not be possible to reproduce results in a script that contains code from a static block.

---

new\_file\_block                      *File block constructors*

---

**Description**

Similarly to `new_data_block()`, blocks created via `new_file_block()` serve as starting points in analysis pipelines by providing data to down-stream blocks. They typically will not have data inputs and represent root nodes in analysis graphs.

**Usage**

```
new_file_block(server, ui, class, ctor = sys.parent(), ...)
```

```
new_filebrowser_block(
  file_path = character(),
  volumes = filebrowser_volumes(),
  ...
)
```

```
filebrowser_volumes(default = c(home = path.expand("~/")))

```

```
new_upload_block(...)
```

**Arguments**

server	A function returning <code>shiny::moduleServer()</code>
ui	A function with a single argument (ns) returning a <code>shiny.tag</code>
class	Block subclass
ctor	String-valued constructor name or function/frame number (mostly for internal use or when defining constructors for virtual classes)
...	Forwarded to <code>new_file_block()</code> and <code>new_block()</code>
file_path	File path
volumes	Parent namespace
default	Default volumes specification (use the <code>blockr</code> option "volumes" to override)

**Value**

All blocks constructed via `new_file_block()` inherit from `file_block`.

**File browser block**

In order to make user data available to blockr, this block provides file- upload functionality via `shiny::fileInput()`. Given that data provided in this way are only available for the life-time of the shiny session, exported code is not self-contained and a script containing code from an upload block is cannot be run in a new session. Also, serialization of upload blocks is currently not allowed as the full data would have to be included during serialization.

**Upload block**

In order to make user data available to blockr, this block provides file- upload functionality via `shiny::fileInput()`. Given that data provided in this way are only available for the life-time of the shiny session, exported code is not self-contained and a script containing code from an upload block is cannot be run in a new session. Also, serialization of upload blocks is currently not allowed as the full data would have to be included during serialization.

---

 new\_link

*Board links*


---

**Description**

Two blocks can be connected via a (directed) link. This means the result from one block is passed as (data) input to the next. Source and destination are identified by `from` and `to` attributes and in case of polyadic receiving blocks, the `input` attribute identified which of the data inputs is the intended destination. In principle, the link object may be extended via sub-classing and passing further attributes, but this has not been properly tested so far.

In addition to unique IDs, links objects are guaranteed to be consistent in that it is not possible to have multiple links pointing to the same target (combination of `to` and `input` attributes). Furthermore, links behave like edges in a directed acyclic graph (DAG) in that cycles are detected and disallowed.

**Usage**

```
new_link(
  from = "",
  to = "",
  input = "",
  ...,
  ctor = "new_link",
  pkg = pkg_name(),
  class = character()
)

update_link(x, delta)
```

```

## S3 method for class 'link'
update_link(x, delta)

is_link(x)

as_link(x)

links(...)

is_links(x)

as_links(x, ...)

validate_links(x)

```

### Arguments

from, to	Block ID(s)
input	Block argument
...	Extensibility
ctor, pkg	Constructor information (used for serialization)
class	(Optional) link sub-class
x	Links object
delta	A named list of constructor argument values to apply on top of x's current fields.

### Details

A links is created via the `new_link()` constructor and for a vector of links, the container object `links` is provided and a corresponding constructor `links()` exported from the package. Testing whether an object inherits from `link` (or `links`) is available via `is_link()` (or `is_links()`, respectively). Coercion to `link` (and `links`) objects is implemented as `as_link()` (and `as_links()`, respectively). Finally, links can be validated by calling `validate_links()`.

### Value

Both `new_link()/as_link()`, and `links()/as_links()` return `link` and `links` objects, respectively. Testing for inheritance is available as `is_link()/is_links()` and validation (for `links`) is performed with `validate_links()`, which returns its input (`x`) or throws an error.

### Partial-arg updates

`update_link()` is an S3 generic that produces a modified link by merging a named-list `delta` of constructor argument values onto an existing link. The default `.link` method passes the current `as.list(x)` (the link's `from`, `to`, `input` plus any extra *list-element* fields a sub-class adds) merged with the `delta` to the stored constructor. Sub-class extensions stored as attributes (rather than list elements) are **not** preserved through the default reconstruction — sub-class owners must register a class-specific method when their constructor uses attributes or a non-standard signature.

**Examples**

```

lnks <- links(from = c("a", "b"), to = c("b", "c"), input = c("x", "y"))
is_links(lnks)
names(lnks)

tryCatch(
  c(lnks, new_link("a", "b", "x")),
  error = function(e) conditionMessage(e)
)
tryCatch(
  c(lnks, new_link("b", "a")),
  error = function(e) conditionMessage(e)
)

lnks <- links(a = new_link("a", "b"), b = new_link("b", "c"))
names(lnks)

tryCatch(
  c(lnks, a = new_link("a", "b")),
  error = function(e) conditionMessage(e)
)

```

---

new\_parser\_block      *Parser block constructors*

---

**Description**

Operating on results from blocks created via `new_file_block()`, parser blocks read (i.e. "parse") a file and make the contents available to subsequent blocks for further analysis and visualization.

**Usage**

```

new_parser_block(
  server,
  ui,
  class,
  ctor = sys.parent(),
  dat_valid = is_file,
  ...
)

new_csv_block(sep = ",", quote = "\"", ...)

```

**Arguments**

`server`      A function returning `shiny::moduleServer()`

`ui`            A function with a single argument (ns) returning a `shiny.tag`

class	Block subclass
ctor	String-valued constructor name or function/frame number (mostly for internal use or when defining constructors for virtual classes)
dat_valid	(Optional) input data validator
...	Forwarded to <code>new_parser_block()</code> and <code>new_block()</code>
sep, quote	Forwarded to <code>utils::read.table()</code>

### Details

If using the default validator for a parser block sub-class (i.e. not overriding the `dat_valid` argument in the call to `new_parser_block()`), the data argument corresponding to the input file name must be `file` in order to match naming conventions in the validator function.

### Value

All blocks constructed via `new_parser_block()` inherit from `parser_block`.

### CSV block

Files in CSV format provided for example by a block created via `new_file_block()` may be parsed into `data.frame` by CSV blocks.

---

new_plot_block	<i>Plot block constructors</i>
----------------	--------------------------------

---

### Description

Blocks for data visualization using base R graphics can be created via `new_plot_block()`.

### Usage

```
new_plot_block(server, ui, class, ctor = sys.parent(), ...)
```

```
new_scatter_block(x = character(), y = character(), ...)
```

### Arguments

server	A function returning <code>shiny::moduleServer()</code>
ui	A function with a single argument ( <code>ns</code> ) returning a <code>shiny.tag</code>
class	Block subclass
ctor	String-valued constructor name or function/frame number (mostly for internal use or when defining constructors for virtual classes)
...	Forwarded to <code>new_plot_block()</code> and <code>new_block()</code>
x, y	Columns to place on respective axes

## Details

Due to the current block evaluation procedure, where block evaluation is separated from block "rendering" (via `shiny::renderPlot()`) integration of base R graphics requires some mechanism to achieve this decoupling. This is implemented by adding a `plot` attribute to the result of `block_eval()`, generated with `grDevices::recordPlot()` and containing the required information to re-create the plot at a later time. As part of `block_output()`, the attribute is retrieved and passed to `grDevices::replayPlot()`. Consequently, any block that inherits from `plot_block` is required to support this type of decoupling.

## Value

All blocks constructed via `new_plot_block()` inherit from `plot_block`.

## Scatter block

Mainly for demonstration purposes, this block draws a scatter plot using `base::plot()`. In its current simplistic implementation, apart from axis labels (fixed to the corresponding column names), no further plotting options are available and for any "production" application, a more sophisticated (set of) block(s) for data visualization will most likely be required.

---

new\_plugin

*Board plugin*

---

## Description

A core mechanism for extending or customizing UX aspects of the board module is a "plugin" architecture. All plugins inherit from `plugin` and a sub-class is assigned to each specific plugin. The "manage blocks" plugin for example has a class vector `c("manage_blocks", "plugin")`. Sets of plugins are handled via a wrapper class `plugins`. Each plugin needs a server component, in most cases accompanied by a UI component and is optionally bundled with a validator function.

## Usage

```
new_plugin(server, ui = NULL, validator = abort_not_null, class = character())
```

```
is_plugin(x)
```

```
abort_not_null(x)
```

```
as_plugin(x)
```

```
plugin_server(x)
```

```
plugin_ui(x)
```

```
plugin_validator(x)
```

```
plugin_id(x)
board_plugins(x, ...)
plugins(...)
is_plugins(x)
as_plugins(x)
validate_plugins(x)
```

### Arguments

server, ui	Server/UI for the plugin module
validator	Validator function that validates server return values
class	Plugin subclass
x	Plugin object
...	Plugin objects

### Value

Constructors `new_plugin()/plugins()` return plugin and plugins objects, respectively, as do `as_plugin()/as_plugins()` and validators `validate_plugin()/validate_plugins()`, which are typically called for their side effects of throwing errors in case of validation failure. Inheritance checkers `is_plugin()/is_plugins()` return scalar logicals and finally, the convenience function `board_plugins()` returns a plugins object with all known plugins (or a selected subset thereof).

### Examples

```
plg <- board_plugins(new_board())

is_plugins(plg)
names(plg)

plg[1:3]

is_plugin(plg[["preserve_board"]])
```

## Description

Multiple (related) blocks can be grouped together into stacks. Such a grouping has no functional implications, rather it is an organizational tool to help users manage more complex pipelines. Stack objects constitute a set of attributes, the most important of which is `blocks` (a character vector of block IDs). Each stack may have an arbitrary name and the class can be extended by adding further attributes, maybe something like `color`, coupled with sub-classing.

Stack container objects (stacks objects) can be created with `stacks()` or `as_stacks()` and inheritance can be tested via `is_stacks()`. Further basic operations such as concatenation, subsetting and sub-assignments is available by means of base R generics.

## Usage

```
new_stack(  
  blocks = character(),  
  name = default_stack_name,  
  ...,  
  ctor = "new_stack",  
  pkg = pkg_name(),  
  class = character()  
)  
  
update_stack(x, delta)  
  
## S3 method for class 'stack'  
update_stack(x, delta)  
  
default_stack_name()  
  
is_stack(x)  
  
stack_blocks(x)  
  
stack_blocks(x) <- value  
  
stack_name(x, name)  
  
stack_name(x) <- value  
  
validate_stack(x)  
  
as_stack(x)  
  
stacks(...)  
  
is_stacks(x)  
  
as_stacks(x, ...)
```

**Arguments**

blocks	Set of blocks
name	Stack name
...	Extensibility
ctor, pkg	Constructor information (used for serialization)
class	(Optional) stack sub-class
x	Stack object
delta	A named list of constructor argument values to apply on top of x's current fields.
value	Replacement value

**Details**

Individual stacks can be created using `new_stack()` or `as_stack()` and inheritance can be tested with `is_stack()`. Attributes can be retrieved (and modified) with `stack_blocks()/stack_blocks<-()` and `stack_name()/stack_name<-()`, while validation is available as (generic) `validate_stack()`.

**Value**

Construction and coercion via `new_stack()/as_stack()` and `stacks()/as_stacks()` results in `stack` and `stacks` objects, respectively, while inheritance testing via `is_stack()` and `is_stacks()` returns scalar logicals. Attribute getters `stack_name()` and `stack_blocks()` return scalar and vector-valued character vectors while setters `stack_name()<-` and `stack_blocks()<-` return modified stack objects.

**Partial-arg updates**

`update_stack()` is an S3 generic that produces a modified stack by merging a named-list `delta` of constructor argument values onto an existing stack. The default `.stack` method reconstructs the object via its stored constructor, treating the underlying character vector (block IDs) as `blocks` and every other attribute as a named constructor argument. Sub-class owners (e.g. `dock_stack` adding `color`) only need to register a method when their constructor deviates from this convention. The reserved `delta` key `blocks` replaces the member block IDs; every other key updates the named attribute.

**Examples**

```
stk <- new_stack(letters[1:5], "Alphabet 1")

stack_blocks(stk)
stack_name(stk)
stack_name(stk) <- "Alphabet start"

stks <- c(start = stk, cont = new_stack(letters[6:10], "Alphabet cont. "))
names(stks)

tryCatch(
  stack_blocks(stks[[2]]) <- letters[4:8],
  error = function(e) conditionMessage(e)
```

)

---

new\_text\_block      *Text block constructors*

---

### Description

A text block produces (markdown styled) text, given some (optional) data input.

### Usage

```
new_text_block(server, ui, class, ctor = sys.parent(), ...)
```

```
new_glue_block(text = character(), ...)
```

### Arguments

server	A function returning <a href="#">shiny::moduleServer()</a>
ui	A function with a single argument (ns) returning a shiny.tag
class	Block subclass
ctor	String-valued constructor name or function/frame number (mostly for internal use or when defining constructors for virtual classes)
...	Forwarded to <a href="#">new_text_block()</a> and <a href="#">new_block()</a>
text	String evaluated using <a href="#">glue::glue()</a>

### Value

All blocks constructed via [new\\_text\\_block\(\)](#) inherit from [text\\_block](#).

### Glue block

Using [glue::glue\(\)](#), this block allows evaluation of a text string in the context of datasets to produce (markdown formatted) text as block result.

---

new\_transform\_block    *Transform block constructors*

---

### Description

Many data transformations are provided by blocks constructed via `new_transform_block()`, including examples where a single `data.frame` is transformed into another (e.g. `subset_block`), and two or more `data.frame`s are combined (e.g. `merge_block` or `rbind_block`).

### Usage

```
new_transform_block(server, ui, class, ctor = sys.parent(), ...)
new_fixed_block(expr, ...)
new_head_block(n = 6L, direction = c("head", "tail"), ...)
new_merge_block(by = character(), all_x = FALSE, all_y = FALSE, ...)
new_rbind_block(...)
new_subset_block(subset = "", select = "", ...)
```

### Arguments

<code>server</code>	A function returning <code>shiny::moduleServer()</code>
<code>ui</code>	A function with a single argument ( <code>ns</code> ) returning a <code>shiny.tag</code>
<code>class</code>	Block subclass
<code>ctor</code>	String-valued constructor name or function/frame number (mostly for internal use or when defining constructors for virtual classes)
<code>...</code>	Forwarded to <code>new_transform_block()</code> and <code>new_block()</code>
<code>expr</code>	Quoted expression
<code>n</code>	Number of rows
<code>direction</code>	Either "head" or "tail"
<code>by</code>	Column(s) to join on
<code>all_x, all_y</code>	Join type, see <code>base::merge()</code>
<code>subset, select</code>	Expressions (passed as strings)

### Value

All blocks constructed via `new_transform_block()` inherit from `transform_block`.

### Fixed block

Mainly useful for testing and examples, this block applies a fixed transformation to its data input. No UI elements are exposed and the transformation consequently cannot be parametrized. The quoted expression passed as `expr` is expected to refer to the input data as `data`.

### Head block

Row-subsetting the first or last `n` rows of a `data.frame` (as provided by `utils::head()` and `utils::tail()`) is implemented as `head_block`. This is an example of a block that takes a single `data.frame` as input and produces a single `data.frame` as output.

### Merge block

Joining together two `data.frames`, based on a set of index columns, using `base::merge()` is available as `merge_block`. Depending on values passed as `all_x/all_y` the result will correspond to an "inner", "outer", "left" or "right" join. See `base::merge()` for details. This block class serves as an example for a transform block that takes exactly two data inputs `x` and `y` to produce a single `data.frame` as output.

### Row-bind block

Row-wise concatenation of an arbitrary number of `data.frames`, as performed by `base::rbind()` is available as an `rbind_block`. This mainly serves as an example for a variadic block via the "special" `...args` block data argument.

### Subset block

This block allows to perform row and column subsetting on `data.frame` objects via `base::subset()`. Using non-standard evaluation, strings passed as `subset/select` arguments or entered via shiny UI are turned into language objects by `base::parse()`.

---

notify\_user

*User notification plugin module*

---

### Description

During the evaluation cycle of each block, user notifications may be generated to inform in case of issues such as errors or warnings. These notifications are provided in a way that display can be controlled and adapted to specific needs. The default `notify_user` plugin simply displays notifications via `shiny::showNotification()`, with some ID management in order to be able to clear no longer relevant notifications via `shiny::removeNotification()`.

### Usage

```
notify_user(server = notify_user_server, ui = notify_user_ui)
```

```
notify_user_server(id, board, ...)
```

```
notify_user_ui(id, board)
```

**Arguments**

server, ui	Server/UI for the plugin module
id	Namespace ID
board	Reactive values object
...	Extra arguments passed from parent scope

**Value**

A plugin container inheriting from `notify_user` is returned by `notify_user()`, while the UI component (e.g. `notify_user_ui()`) is expected to return shiny UI (i.e. `shiny::tagList()`; if available) and the server component (i.e. `notify_user_server()`) is expected to return a `shiny::reactiveVal()` or `shiny::reactive()` which evaluates to a list containing notifications per block and notification type (i.e. "message", "warning" or "error").

---

preserve_board	<i>Serialization plugin module</i>
----------------	------------------------------------

---

**Description**

Board state can be preserved by serializing all contained objects and restored via de-serialization. This mechanism can be used to power features such as save/restore (via download, as implemented in the default `preserve_board` plugin), but more refined user experience is conceivable in terms of undo/redo functionality and (automatic) saving of board state. Such enhancements can be implemented in a third-party `preserve_board` module.

**Usage**

```
preserve_board(server = preserve_board_server, ui = preserve_board_ui)

preserve_board_server(id, board, ...)

restore_board(x, new, result, ..., meta = NULL, session = get_session())

preserve_board_ui(id, board)

serialize_board(x, blocks, id = NULL, ..., session = get_session())
```

**Arguments**

server, ui	Server/UI for the plugin module
id	Namespace ID
board	The initial board object
...	Extra arguments passed from parent scope
x	The current board object

new	Serialized (list-based) representation of the new board
result	A <code>shiny::reactiveVal()</code> to hold the new board object
meta	Optional named list of plugin metadata to persist across the reload triggered by board restoration
session	Shiny session
blocks	Block state reactive values

### Value

A plugin container inheriting from `preserve_board` is returned by `preserve_board()`, while the UI component (e.g. `preserve_board_ui()`) is expected to return shiny UI (i.e. `shiny::tagList()`) and the server component (i.e. `preserve_board_server()`) is expected to return a `shiny::reactiveVal()` or `shiny::reactive()` which evaluates to NULL or a board object.

---

rand_names	<i>Random IDs</i>
------------	-------------------

---

### Description

Randomly generated unique IDs are used throughout the package, created by `rand_names()`. If random strings are required that may not clash with a set of existing values, this can be guaranteed by passing them as `old_names`. A `blockr_option()` `rand_id` can be set to swap out the function responsible for ID generation.

### Usage

```
rand_names(
  old_names = character(0L),
  n = 1L,
  max_tries = 100L,
  id_fun = blockr_option("rand_id", NULL)
)
```

```
adjective_animal(n)
```

```
sample_letters(n)
```

```
resolve_ctor(ctor, ctor_pkg = NULL)
```

```
forward_ctor(x)
```

```
is_blockr_ctor(x)
```

```
ctor_name(x)
```

```
ctor_pkg(x)
```

```
ctor_fun(x)
```

```
to_sentence_case(x, replace = character(), with = character())
```

```
id_to_sentence_case(x)
```

### Arguments

old_names	Disallowed IDs
n	Number of IDs to generate
max_tries	Max number of attempts to create IDs that do not intersect with old_names
id_fun	A function with a single argument n that generates random IDs. A value of NULL defaults to <code>ids::adjective_animal()</code> if available and <code>sample_letters</code> otherwise.
ctor	Function (either a string, a function or number used to index the call stack
ctor_pkg	The package where ctor is defined (either a string or NULL which will use the function environment)
x	Character vector to transform
replace, with	Mapped to <code>base::gsub()</code>

### Value

A character vector of length n where each entry contains length characters (all among chars and start/end with prefix/suffix), is guaranteed to be unique and not present among values passed as old\_names.

### Examples

```
rand_names()
rand_names(n = 5L)
rand_names(id_fun = sample_letters)
```

---

```
register_block
```

```
Block registry
```

---

### Description

Listing of blocks is available via a block registry, which associates a block constructor with metadata in order to provide a browsable block directory. Every constructor is identified by a unique ID (uid), which by default is generated from the class vector (first element). If the class vector is not provided during registration, an object is instantiated (by calling the constructor with arguments ctor and ctor\_pkg only) to derive this information. Block constructors therefore should be callable without block-specific arguments.

**Usage**

```
register_block(  
    ctor,  
    name,  
    description,  
    classes = NULL,  
    uid = NULL,  
    category = NULL,  
    icon = NULL,  
    arguments = NULL,  
    package = NULL,  
    overwrite = FALSE  
)  
  
default_icon(category = default_category())  
  
default_category()  
  
suggested_categories()  
  
list_blocks()  
  
registry_id_from_block(block)  
  
unregister_blocks(uid = list_blocks())  
  
register_blocks(...)  
  
available_blocks()  
  
registry_metadata(blocks = list_blocks(), fields = "all")  
  
create_block(id, ...)
```

**Arguments**

ctor	Block constructor
name, description	Metadata describing the block
classes	Block classes
uid	Unique ID for a registry entry
category	Useful to sort blocks by topics. If not specified, blocks are uncategorized.
icon	Icon
arguments	Block argument description
package	Package where constructor is defined (or NULL)
overwrite	Overwrite existing entry

block	Block object
...	Forwarded to register_block()
blocks	Character vector of registry IDs
fields	Metadata fields
id	Block ID as reported by list_blocks()

## Details

Due to current requirements for serialization/deserialization, we keep track the constructor that was used for block instantiation. This works most reliable whenever a block constructor is an exported function from a package as this function is guaranteed to be available in a new session (give the package is installed in an appropriate version). While it is possible to register a block passing a "local" function as ctor, this may introduce failure modes that are less obvious (for example when such a constructor calls another function that is only defined within the scope of the session). It is therefore encouraged to only rely on exported function constructors. These can also be passed as strings and together with the value of package, the corresponding function can easily be retrieved in any session.

Blocks can be registered (i.e. added to the registry) via register\_block() with scalar-valued arguments and register\_blocks(), where arguments may be vector-valued, while de-registration (or removal) is handled via unregister\_blocks(). A listing of all available blocks can be created as list\_blocks(), which will return registry IDs and available\_blocks(), which provides a set of (named) block\_registry\_entry objects. Finally, block construction via a registry ID is available as create\_block().

## Value

register\_block() and register\_blocks() are invoked for their side effects and return block\_registry\_entry object(s) invisibly, while unregister\_blocks() returns NULL (invisibly). Listing via list\_blocks() returns a character vector and a list of block\_registry\_entry object(s) for available\_blocks(). Finally, create\_block() returns a newly instantiated block object.

## Examples

```
blks <- list_blocks()
register_block("new_dataset_block", "Test", "Registry test",
             uid = "test_block", package = "blockr.core")

new <- setdiff(list_blocks(), blks)
unregister_blocks(new)
setequal(list_blocks(), blks)
```

---

serve	<i>Serve object</i>
-------	---------------------

---

## Description

Intended as entry point to start up a shiny app, the generic function `serve()` can be dispatched either on a single block (mainly for previewing purposes during block development) or an entire board

## Usage

```
serve(x, ...)  
  
## S3 method for class 'block'  
serve(x, id = "block", ..., data = list())  
  
## S3 method for class 'board'  
serve(  
  x,  
  id = rand_names(),  
  plugins = blockr_app_plugins,  
  options = blockr_app_options,  
  ...  
)  
  
blockr_app_plugins(x)  
  
custom_plugins(x)  
  
blockr_app_options(x)  
  
custom_options(x)  
  
blockr_app_ui(id, x, ...)  
  
blockr_app_server(id, x, ...)  
  
get_serve_obj(id = NULL)  
  
blockr_test_exports(x, rv, ...)
```

## Arguments

x	Object
...	Generic consistency
id	Board namespace ID

data	Data inputs
plugins	Board plugins
options	Board options
rv	Board <code>shiny::reactiveValues()</code>

**Value**

The generic `serve()` is expected to return the result of a call to `shiny::shinyApp()`.

**Examples in Shinylive**

**example-1** [Open in Shinylive](#)

**example-2** [Open in Shinylive](#)

---

stack_ui	<i>Stack UI</i>
----------	-----------------

---

**Description**

Several generics are exported in order to integrate stack UI into board UI. We have `stack_ui()` which is dispatched on the board (and in the default implementation) on individual stack objects. This renders stacks as bootstrap accordion items (using `bslib::accordion()`). If a different way of displaying stacks and integrating them with a board is desired, this can be implemented by introducing a board subclass and providing a `stack_ui()` method for that subclass. Inserting stacks into (and removing stacks from) a board is available as `insert_stack_ui()/remove_stack_ui()` and blocks into/from stacks via `add_block_to_stack()/remove_block_from_stack()`. All are S3 generics with implementations for board and alternative implementation may be provided for board sub-classes.

**Usage**

```
stack_ui(id, x, ...)

## S3 method for class 'board'
stack_ui(id, x, stacks = NULL, edit_ui = NULL, ...)

## S3 method for class 'stack'
stack_ui(id, x, edit_ui = NULL, ...)

insert_stack_ui(id, x, board, edit_ui = NULL, session = get_session(), ...)

## S3 method for class 'board'
insert_stack_ui(id, x, board, edit_ui = NULL, session = get_session(), ...)

remove_stack_ui(id, board, session = get_session(), ...)
```

```

## S3 method for class 'board'
remove_stack_ui(id, board, session = get_session(), ...)

add_block_to_stack(board, block_id, stack_id, session = get_session(), ...)

## S3 method for class 'board'
add_block_to_stack(board, block_id, stack_id, session = get_session(), ...)

remove_block_from_stack(
  board,
  block_id,
  board_id,
  session = get_session(),
  ...
)

## S3 method for class 'board'
remove_block_from_stack(
  board,
  block_id,
  board_id,
  session = get_session(),
  ...
)

```

### Arguments

id	Parent namespace
x	Object
...	Generic consistency
stacks	(Additional) stacks (or IDs) for which to generate the UI
edit_ui	Stack edit plugin
board	Board object
session	Shiny session
block_id, stack_id, board_id	Block/stack/board IDs

### Value

UI set up via `stack_ui()` is expected to return `shiny::tag()` or `shiny::tagList()` objects while stack/block insertion/removal functions (into/from board/stack objects) are called for their side-effects. Both `insert_stack_ui()/remove_stack_ui` and `add_block_to_stack()/remove_block_from_stack()` return NULL invisibly and where the former call `shiny::insertUI()/shiny::removeUI()` and the latter modify the DOM via `shiny::session` custom messages.

---

`write_log`*Logging*

---

**Description**

Internally used infrastructure for emitting log messages is exported, hoping that other packages which depend on this, use it and thereby logging is carried out consistently both in terms of presentation and output device. All log messages are associated with an (ordered) level ("fatal", "error", "warn", "info", "debug" or "trace") which is compared against the currently set value (available as `get_log_level()`) and output is only generated if the message level is greater or equal to the currently set value.

**Usage**

```
write_log(  
  ...,  
  level = "info",  
  envir = parent.frame(),  
  asis = FALSE,  
  use_glue = TRUE,  
  pkg = pkg_name(envir)  
)  
  
log_fatal(..., envir = parent.frame())  
log_error(..., envir = parent.frame())  
log_warn(..., envir = parent.frame())  
log_info(..., envir = parent.frame())  
log_debug(..., envir = parent.frame())  
log_trace(..., envir = parent.frame())  
  
as_log_level(level)  
  
fatal_log_level  
error_log_level  
warn_log_level  
info_log_level  
debug_log_level
```

```
trace_log_level
get_log_level()
cnd_logger(msg, level)
cat_logger(msg, level)
```

### Arguments

...	Concatenated as <code>paste0(..., "\n")</code>
level	Logging level (possible values are "fatal", "error", "warn", "info", "debug" and "trace")
envir	Environment where the logging call originated from
asis	Flag to disable re-wrapping of text to terminal width
use_glue	Flag to disable use of glue
pkg	Package name
msg	Message (string)

### Format

An object of class ordered (inherits from factor) of length 1.  
An object of class ordered (inherits from factor) of length 1.  
An object of class ordered (inherits from factor) of length 1.  
An object of class ordered (inherits from factor) of length 1.  
An object of class ordered (inherits from factor) of length 1.  
An object of class ordered (inherits from factor) of length 1.

### Value

Logging function `write_log()`, wrappers `log_*`() and loggers provided as `cnd_logger()/cat_logger()` all return NULL invisibly and are called for their side effect of emitting a message. Helpers `as_log_level()` and `get_log_level()` return a scalar-valued ordered factor.

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